Priority 1: Workforce Housing

- Build 200 500 new units
- Lobby for a tax on 2nd homes & tax breaks for landlords who rent to locals

Priority 2: Sea Level Rise

- Mitigate flooding through short term projects (up to 10 yrs.)
- Conduct a Vulnerability Assessment and identify strategies to protect the island and community
- Create a long-term Adaptation Strategy (15+ yrs.)

Priority 3: Roads & Sidewalks

- Implement a pavement plan for elevating flood-prone roads
- Build infrastructure for better sidewalk and surface drainage
- Conduct preventative maintenance to make our roads last longer



The Strategic Plan for the City of Key West

2021-2024







Be in the know!

Go to www.cityofkeywest-fl.gov

Click on "Notify Me" for text updates.

Priority 4: Environmental Protection

- Build our first yard waste composting facility
- Establish mandatory recycling for businesses
- Install sediment separators on outfalls to stop garbage from entering our waters



Priority 5: Cleanliness

- Grow our "Adopt a Spot" program in which community members and institutions can watch over a park, street or beach
- Add trash cans, recycling cans and corrals to make garbage disposal easier
- Work with landscapers on proper waste disposal

Priority 6: Traffic & Pedestrian Friendliness

- Pilot an "On Demand" Transit system that allows riders to schedule for pick ups
- Improve pedestrian crossings and signalization for safety
- Extend the Wicker Bike Trail
- Pilot a "closed" street for pedestrians in Old Town



Major Projects

- Duval St. & Mallory Square
- Bayview Park
- Douglass Gym
- Diesel Plant
- MLK Pool
- KOTS
- N. Roosevelt

The City's Employee Plan

- Follow through on the Compensation Study and Plan
- Improve internal communication: "Patti's Pen" a newsletter from the City Manager
- Suggestion boxes
- Employee committee
- Succession planning

Our Communication Strategy

- Text messages through "notify me"
- Key West Connect: Take a photo of an issue and send to the City
- More social media, radio, and print in multiple languages

